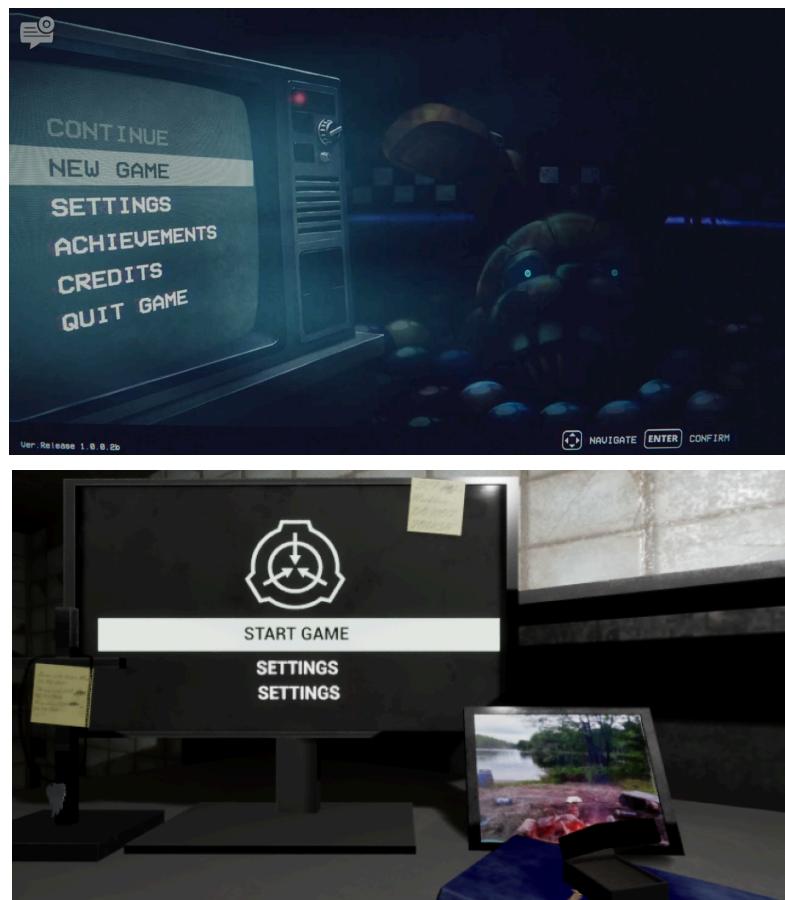


Comparison

Overall Reflection and Time Problems:

There was a definite problem with over-scoping in this project. A major contributing factor to this was how VFX heavy a large amount of this project was. This resulted in the majority of the time spent working on the project instead being focused on the effects, with most of the remaining part being spent on the first animation, of the character banging on the door. As a result of this, the animation for the second prerendered part, as well as pulling the lever, were slightly under-cooked, leaving the quality as well below what I had hoped.

Menu:



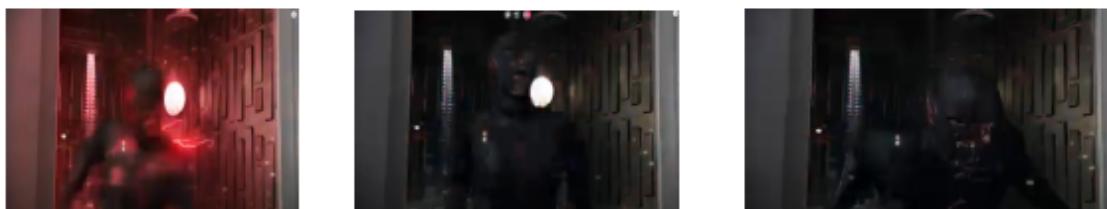
The menu turned out fine, it wasn't as much of a priority for reason that previously discussed, but I don't have that many problems with the final product.

SCP-457 (Character):



I found that the final effect I settled on was extremely similar to the reference images, with the only real difference being the fact that facial details are more defined through the materials used. However I do think this effect did look better and worse in certain shots than others, and believe it suffered from the rushing that occurred for the parts of the project aside from the first pre-rendered shot, which itself didn't look fantastic, as the implementation of having it play through the window in the door wasn't as polished as I'd hoped, causing it to look a bit flat.

<https://youtu.be/Cou3y30KGuE?si=oEjZqw-2iadplZ7m>



Running into camera
0:14::28

Attack Camera
0:15::08

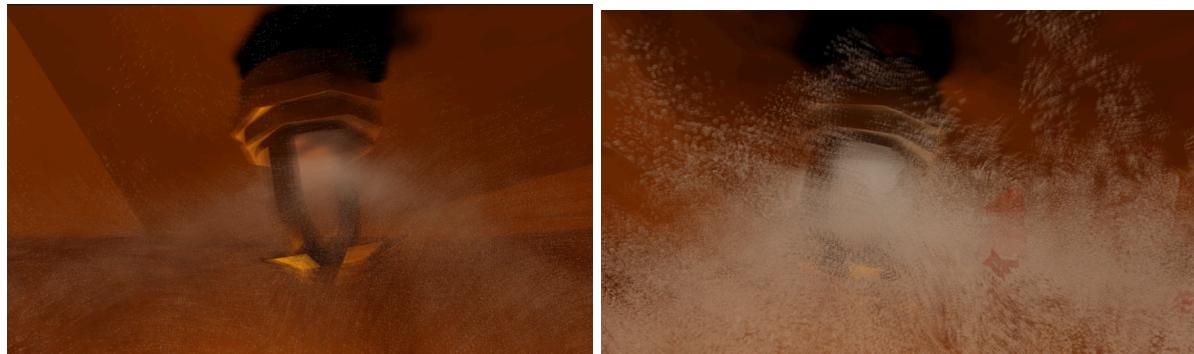
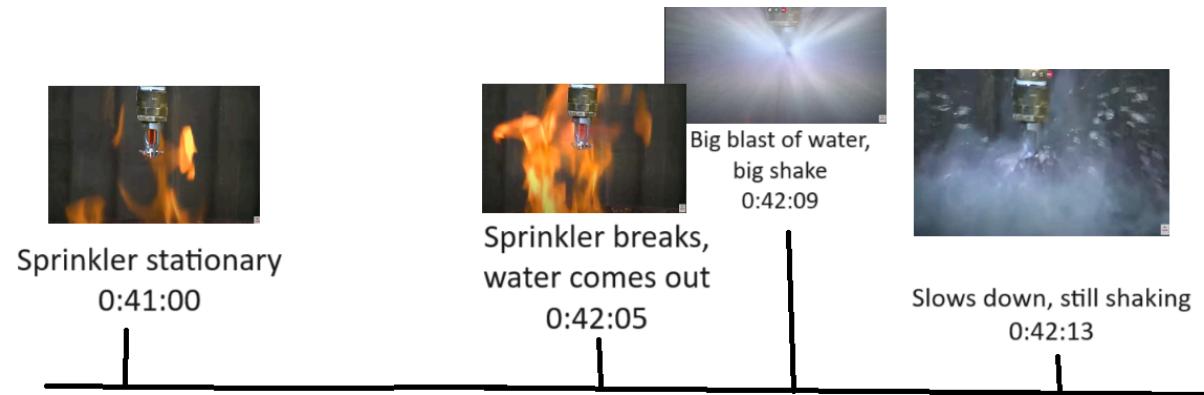
Finish attacking camera
0:15::18

While the actions in this were kept fairly similar, a major difference was the speed at which the movements were done. This was made different to better suit the character and give the feel I wanted to have.

Dynamic Objects:

Fire Sprinklers:

<https://www.youtube.com/watch?v=Iw8CaGxMAOo>



This part was the biggest contributor towards my loss of time. While the effects for SCP-457 was mostly simple, and most of the work spent was fine tuning values on the fire to have it behave how I wanted, and the rest was playing with shaders to allow it to emote properly, I had to figure out from scratch how to get the water to look how I wanted it to. The final effect was done using almost 1,000,000 particles, which reinforced the decision to have this shot prerendered, and each particle used a water material, that included emission based off the specular lighting, to allow them to show up better. The complexity of the particle system also forced be to use After Effects to add the motion blur for the final product.

Doors:

<https://youtu.be/HnouQsSg5Jk?si=qaKVAhh6dSEWkR-T>

The door opening was sadly cut, as the scene that it was required for was cut for time and pacing.

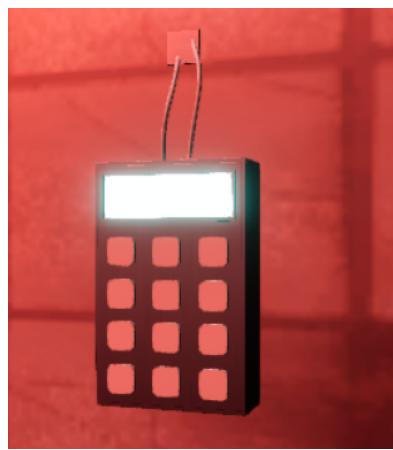
Static Objects:

Fire extinguisher:



While barely shown on screen. This looked fantastic and exactly how I had imagined it.

Keypad:



Environment:

Fire Effects:

<https://www.youtube.com/watch?v=Y1H-45lWB94>



This effect looked pretty good, though I think the shot and rendering quality could have been improved. I think the biggest contributor to this was again the rush at the end, as well as issues rendering all the fire as well as particle simulation out without crashing my computer.

Explosions (Cut):

<https://www.youtube.com/watch?v=cdAcLhaG7gk>

Storyboard:



A good portion of this was either cut or changed. Major changes is the cutting of anything after the sprinklers, and the replacement of the button with a lever. I'm somewhat disappointed with how much had to be cut, but felt it necessary to make what I did have the best possible.

Another minor change was instead of the camera passing through the door, a window was added, allowing a more seamless blend of in engine and prerendered cutscenes.

Animation Concepts:

Unfortunately, due to most of the character animations being done as a prerendered scene, there were quite a few core animation concepts that I didn't get to demonstrate many of them.

The only major concepts used is that the character animations were done using an IK rig, and after control was taken from the player, the player was animated along a path.

Technical Considerations:

The main time where a character had to transition between animations was going from walking to pulling the lever. Very little work was needed for this however, and very little of the player character is visible within the walking portion. Additionally, I ended the walking animation in the same pose the lever pulling one starts in to make it smoother without the need for blending.

Some Overall Reflection:

I think 2 things caused the most issues in the quality and ability to meet some requirements well. I think the first issue, as already mentioned, was being overly ambitious with some parts of the cutscene, leading to issues with time, and needing to rush or even cut some parts. Additionally, the choice to have the cutscene be first person, and controllable for part of it, also contributed to not being able to fully showcase all of the concepts learned throughout the course.

Overall, while there are some parts I'm proud of in the project, I'm overall disappointed with how it turned out, and think that had I had more time, or been less ambitious at the start, I would have been able to produce a better final product.